

CLAIMS:

What is claimed is:

Sub A1  
1.

A computer-implemented method for creating a three-dimensional navigation mechanism to navigate a virtual three-dimensional space comprising:

converting information obtained from a uniform resource locator into at least one texture; and

mapping the at least one texture on a geometric surface which forms the three-dimensional navigation mechanism.

2. The computer-implemented method of claim 1, further comprising: interacting with an image created from the a uniform resource locator on the geometric surface in the virtual three-dimensional space which involves:

(a) intercepting at least one event associated with an image created from information obtained from the a uniform resource locator;

(b) locating the geometric surface in the virtual three-dimensional space associated with the at least one event; and

(c) computing a position of the geometric surface on the three-dimensional object in the virtual three-dimensional space.

3. The computer-implemented method of claim 2, further comprising:

d) placing an event driven result on the geometric surface of the three-dimensional object.

4. The computer-implemented method of claim 1, wherein a three-dimensional pipeline is used in converting information obtained from the at least one uniform resource locator.

5. The computer-implemented method of claim 2, further comprising: transforming a two-dimensional navigation mechanism to a three-dimensional navigation mechanism.

6. An apparatus comprising:  
a processor coupled to a memory, the memory having stored therein instructions which when executed by the processor cause the processor to generate data and to:  
convert information obtained from a uniform resource locator into at least one texture;  
map the at least one texture on a surface of a three-dimensional object located in the virtual three-dimensional space, which forms the three-dimensional navigation mechanism; and  
an interconnect coupled to the processor and the memory to allow the data to be transported between the memory and the processor.
7. The apparatus of claim 6, further comprising instructions which when executed by the processor cause the processor to generate data and to:  
interact with an image created from the uniform resource locator on the surface of the three-dimensional object in the virtual three-dimensional space which involves:  
(a) intercepting at least one event associated with an image created from information obtained from the uniform resource locator;  
(b) locating an area of the surface on a three-dimensional object in the virtual three-dimensional space associated with the at least one event;  
(c) computing a position of the surface on the three-dimensional object in the virtual three-dimensional space; and  
(d) placing an event driven result on the surface of the three-dimensional object in the virtual three-dimensional space.
8. The apparatus of claim 6, wherein a three-dimensional pipeline is used to convert information obtained from a uniform resource identifier.
9. An article comprising:  
a storage medium including instructions stored thereon which when executed cause a computer system to perform a method including:  
converting information obtained from a uniform resource locator into at least one texture; and

mapping the at least one texture on a surface of a three-dimensional object located in the three-dimensional space forming the three-dimensional navigation mechanism.

10. The article of claim 9, wherein a three-dimensional pipeline is used to convert information obtained from the uniform resource identifier.

11. The article of claim 9, further comprising:

interacting with an image created from the uniform resource locator on surface of the three-dimensional object which involves:

(a) intercepting at least one event associated with an image created from information obtained from the uniform resource locator;

(b) locating an area of the surface on a three-dimensional object in the virtual three-dimensional space associated with the at least one event;

(c) computing a position of the surface on the three-dimensional object in the virtual three-dimensional space; and

(d) placing an event driven result on the surface of the three-dimensional object in the virtual three-dimensional space.